

Elan

Originally created as a secret network of court agents by a powerful order of psions known as the Order, elans are not born; they are made. It is said that the Order erred when it created the first elans because it gave them too much free will. Some elan enclaves still owe allegiance to the Order, while other elans have turned their backs on the Order and are determined to forge their own destinies in the harsh lands of Athas. The average Athasian has never heard of an elan, but most noble families, merchant houses, and high-ranking templars have learned of their existence within the last few years.

Elans all have one thing in common: an origin as a human. Members of the Order and, in more recent times, a special elan council, would screen living humans from a pool of possible volunteers and targets who have been identified for replacement with an elan. Those who are approved for replacement are taken to one of several hidden enclaves, where alchemy and psychometabolism are used to create a duplicate of the chosen human.

A psionic power known as transition life is applied to the human, transferring their awareness, memories, and identity into the duplicate. This kills the human and the newly created elan awakens.

Newly created elans retain the basic memories and personalities of their previous lives, but they keep none of their class skills, powers or spells (if any), or previous class abilities. Elans are a secretive lot in this regard, and they do not publicly reveal their enclaves or places of making. If one is to be replaced by an elan, he is usually selected.

Non-human elans are never created, and it could be that the *transition life* power simply doesn't work for any other creatures but those who were originally human.

Personality: Elans are nearly as adaptable, flexible, and ambitious as the humans from which they are made. Because their state of existence sometimes leads other races to think the worst of them, elans practice a certain restraint, especially in regards to their origin. Otherwise, their personalities vary widely.

Physical: Elans typically stand just under 6 feet tall and weigh about 180 pounds, with men sometimes taller and heavier than women, but not always. Elans vary in looks as widely as the humans they have been chosen to replace. Elans dress in the styles similar to humans, including the adoption of unusual hairstyles, fanciful clothes, tattoos, body piercing, and the like. Elans have unlimited lifespans – as long as they are not destroyed, their mental arts could conceivably continually energize and rebuild their bodies for over a thousand years.

However, the Order only recently established the first elan enclaves, so no known elans are more than twenty five years old (not counting their time spent as humans before being transformed into an elan).

Elans do not sleep as members of other races do. Instead, an elan meditates in a deep trance for 4 hours a day.

An elan resting in this fashion gains the same benefit that a human does from 8 hours of sleep. While in trance, an elan concentrates on suffusing his body with psionic energy, healing the hurts and random lacerations of the day, and restoring animation and resiliency to his tissues.



Relations: Elans mix well with members of other races, especially humans. It is probable that their relations would undergo a shift should their true nature become widely known, so one of the essential tenets of elan existence is secrecy.

Lands: Wherever humans are found, there, too, are elans.

Language: Elans speak Common. They typically learn other languages, including obscure ones, and they are fond of sprinkling their speech with words borrowed from other tongues: pterranean curses, elven musical expressions, thri-kreen military phrases, and so on.

Elan Society: Elan society is an artificial thing, growing around elan enclaves that have been created and put in place to further the desires of the Order. Still, elans are life forms and cannot help but build culture as they continue to grow. One area that elans take great interest in is that of names.

Elan names vary greatly and often are simply the same as the human name they possessed before they crossed into their new existence. This is particularly true when an elan wishes to pick up his old life where he left off. Others view their second chance at existence as an opportunity to start anew and might pick completely new names.

On the other hand, titles are important to the elan, although they are used only among themselves. Freshly transitioned elans have the title of Newmade, those who have had at least a few years of animate “life” have the title Made, and those over two decades old have the title of Eternal. Those that belong to the group that chooses new elans have the title of Culler (although any elan who knows the power *transition life* might take this title, whether part of the Culler Council or not).

Role-playing Suggestions: As an elan adventurer, you are akin to humans in their daring and ambition. Because some effects that afflict other races leave elans unscathed, you sometimes seem extraordinarily brave to those who do not know the secret of your existence.

This secrecy is paramount. You were made from a human, either willingly or at the behest of the Order, and they can unmake you as readily as they gave you life. Always remember that the Order is watching. If you are a loyal servant, then act to impress your distant masters. If you seek freedom from their control, focus all your thoughts and deeds on winning a new life for yourself and discovering who you truly are.

The following game statistics apply to the elan player character:

- **Ability Adjustments:** +1 Intelligence, +1 Wisdom, -2 Charisma. Elans are mentally powerful, yet their status as constructed beings means that they lack a strong sense of identity.
- **Movement Rate:** 12.
- **Size:** Medium.
- **Construct:** Elans are created beings, and thus are not subject to spells or effects that affect humanoids only, such as *charm person* or *hold person*.
- **Naturally Psionic:** Elans gain 2 bonus Psionic Power Points (PSPs) at 1st level. This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as a wild talent or levels in a psionic class.
- **Resistance:** Elans can use psionic energy to increase their resistance to various forms of attack. At any time, an elan can spend 1 PSP to gain a +4 bonus on saving throws until the beginning of her next action.
- **Resilience:** When an elan takes damage, she can spend PSPs to reduce its severity. At any time, she can reduce the damage she is about to take by 2 hit points for every 1 PSP she spends.
- **Repletion:** An elan can sustain her body without need of food or water. If she spends 1 PSP, an elan does not need to eat or drink for 24 hours.
- **Trance:** An elan meditates in a deep trance for 4 hours a day. An elan resting in this fashion gains the same benefit that a human does from 8 hours of sleep.